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ART OF FIGHTING™

INSTRUCTION BOOKLET

TAKARA®

SUPER NINTENDO ENTERTAINMENT SYSTEM

PAL VERSION

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Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

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THE INVINCIBLE DRAGON, RYO SAKAZAKI. Trained from his infancy in the teachings of the mystical form of karate known as KYOKUGENRYU by his father, Ryo now lives with his beloved sister, Yuri.
THE RAGING TIGER, ROBERT GARCIA. At a young age, Robert was sent to learn the mysterious teachings of Takuma Sakazaki, master of the KYOKUGENRYU teachings and father to Ryo.

Ryuhaku Todo
Previously challenged Takuma to a battle and was defeated, which led to the ruin of his dojo. He feels a real hatred for Takuma for this.

Old rivals

Takuma Sakazaki
(present whereabouts unknown)
He was a Kyokugenryu karate teacher and the strongest fighter of his time. The death of his wife, however, caused him to change dramatically. He disappeared, leaving behind two children, and now no one knows where he is or what he is doing...

His wife, Ronnet
killed in a car accident)
It is suspected that her death may have been the work of those who bore a grudge against Takuma.

Old rivals

Close friends

Teacher and student

Father and daughter

Father and son; also teacher and student

Lee Gakuso
A master of Chinese Kempo who once fought a battle for supremacy with Takuma. He is now 92 years old, and is still a force to be reckoned with.

Yuri Sakazaki
(recently kidnapped — whereabouts unknown)
The beloved sister of Ryo.

Brother and sister

Ryo Sakazaki
The disappearance of his strict but beloved father, and the kidnapping of his sister, has turned Ryo into a fighting master.

Teacher and student

Lee Pai Long
Was adopted by Gakuso when he was a child, and learnt the secrets of Chinese Kempo. No-one has ever seen behind his strange mask.

Mr ???
Known as the "invincible Fighter", his identity has remained a total mystery due to his powerful fighting skills. Is it possible that this living legend may one day be defeated?

Ryo deposes Mr Big who holds the South Town Street Fight in order to line his own pockets.

After the mysterious disappearance of Takuma and the death of Ryo's mother in a tragic accident, Robert looked after the young Ryo while remaining the boy's toughest rival.
After a period of separation, these two meet once more to save the kidnapped Yuri, who is held in the urban jungle of SOUTHTOWN.
Will these two save Yuri? Will they reveal the identity of the kidnappers?
Hey, it's up to you!!!

Albert Garcia
An Italian businessman and a close friend of Takuma's.

Father and son

Robert Garcia
He is just as concerned about Yuri's safety as Ryo is. He places himself on being Ryo's equal in combat.

Close friends and rivals

John Crawley
He was famous for being a top-class fighter pilot when he was a captain in the navy. One day, however, he was shot in an unguarded moment down by the enemy, and Mr BIG saved his life. The day will no doubt come when he will repay the favour...

Close friends (Mr BIG saved Crawley's life)

Partners in a smuggling operation

Micky Rogers
Smuggles military weapons that he receives from John - together they run a very profitable business. Could it be that his love of money was caused by something that happened to him in the past?

Partners in crime

Mr BIG
The organizer of the South Town Street Fight, and a man who uses his money for evil purposes. Ryo is a contextual irritation to him, as he hasn't been able to get rid of him no matter how much money he spends.

Employer and employees

Jack Tanner
Makes money by participating in Mr BIG's evil doings, and by hustling behind the scenes. However, he aims to eventually overthrow Mr BIG and take control himself.

Linked by fate

King
The barmaid at a restaurant run by Mr BIG. She once had the bitter experience of being beaten in a fight by the gang led by Jack.

USING THE CONTROLS

CONTROL PAD:

Up ↑ Vertical jump
Right and up → ↑ Jump forwards
Right → Move forwards
Right and down → ↓ Crouch
Down ↓ Crouch
Left and down ← ↓ Crouch
Left ← Retreat
Left and up ← ↑ Jump backwards

• Pushing the CONTROL PAD twice in rapid succession allows your character to dash (either forwards or backwards).

X BUTTON:

Punch button. Push repeatedly to increase your spirit gauge.

Y BUTTON:

Kick button. Push repeatedly to increase your spirit gauge.

R BUTTON:

Mainly used in conjunction with the A and B BUTTONS (the L BUTTON can also be used).
X BUTTON and then R BUTTON–Power punch
Y BUTTON and then R BUTTON–Power kick
R BUTTON and X BUTTON together–Weaker punch
R BUTTON and Y BUTTON together–Weaker kick

A BUTTON:

The "RAZ" button. Push this to reduce your opponent's spirit gauge by a fixed amount.

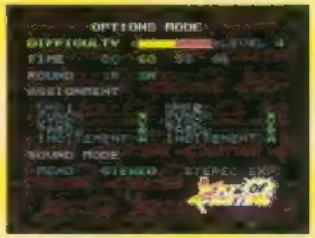
OPTIONS MODE:

Use the OPTIONS mode to reset the order in which the buttons are used to suit your own preferences.
All the special attack messages that appear during game play are based on the normal arrangement of the Punch and Kick buttons. If you change the button arrangement in the OPTIONS mode, be sure to make a note of how the arrangement has changed. Please refer to page 9 for details about the OPTIONS mode.

STARTING THE GAME

Insert the game pak into your Super Nintendo Entertainment System and turn the power on. The ART OF FIGHTING title screen will be displayed.
Press the START BUTTON to bring up the Game Mode Selection screen. You may now choose to play in 1P-STORY MODE or 2P-VERSUS MODE, or enter the OPTIONS menu.

OPTIONS MODE



Choose an item by pushing up or down on the ✚ Control Pad, and then alter the setting by pushing left or right.

GAME DIFFICULTY:
Choose any of 8 increasingly difficult levels.

GAME TIME:
Sets the countdown timer for each round. There is no time limit if set to ∞.

ROUND:
Choose to play either 1 Round or 3 Rounds. The game is automatically set at 3 Rounds. When playing only 1 round, the first player to defeat the other player wins.

BUTTON CONTROL:
You can change and rearrange the three buttons used for Punch, Kick, and Throw into any order desired. Choices are made by pushing up/down with the ✚ Control Pad, choosing the item and then pressing the button you now want to use.

SOUND MODE:
Choose from either MONO, STEREO, or STEREO (EXP). STEREO (EXP) has an even better sound quality than STEREO.

When using a mono television set, select MONO. The game is normally set at STEREO. If STEREO is selected when using a mono television set, the sound may be patchy in places.

RETURN TO THE GAME SELECTION SCREEN BY PRESSING THE START BUTTON

SELECTING GAME MODES (STORY MODE)

Choose STORY MODE (1-Player) with the joystick ✚ CONTROL PAD and press the A BUTTON.

• STORY MODE

This mode allows you to choose from RYO or ROBERT. Battle the Southtown Bad Guys and save Yuri. Also experience the exciting BONUS STAGES and the dazzling story screens.

• SELECTING PLAYERS

Match the indicator to the desired character and push the A BUTTON. In STORY MODE you can choose from RYO or ROBERT.

SELECTING GAME MODES (1P VS COM MODE)

In 1P VS COM MODE, you choose to fight using RYO, ROBERT or any one of the other characters, and you can also choose the opponents you wish to compete against.

SELECTING GAME MODES (VS MODE)

Choose VS MODE with the ✚ CONTROL PAD and press the A BUTTON.

• VS MODE

In VS MODE you can choose from 10 characters. It is also possible to choose the same character, too (i.e., Robert vs. Robert).

BONUS STAGE

The Bonus Stage appears at various points in STORY MODE. In completing the Bonus Stage successfully, your power will increase and you will be taught a new Super Attack.
After completing the Ultra-Super Attack screen, you should be able to master a new Super Attack.

BOTTLE CUT
Chop the necks off all of the soda bottles. If successful, your "SPIRIT" gauge will increase.

ICE PILLAR SMASH
Break all of the ice blocks in one blow. Do so, and your Power gauge will increase.

INITIATE SUPER FIRE BLOW
In a specified time, you must use a given Super Attack a given number of times. If you can do so, your Super Attacks will consequently become more powerful.

CONTINUE

When the Game Over indication appears on the screen, a number will appear on the screen. This is the number of times you can continue the game. When the counter reaches 0, the game is really OVER. CONTINUE is not applicable in 2-Player Mode (VS MODE).

"SPIRIT" GAUGE AND RAZ BUTTONS

After using your SUPER ATTACKS, your "SPIRIT" level will decrease. To restore your "SPIRIT", press down either the X or Y BUTTONS. BUT BE CAREFUL! While restoring your "SPIRIT" power, you are vulnerable to attack. Use this function wisely.
To reduce the "SPIRIT" of your opponent, push the "RAZ" A BUTTON. Pushing this button allows your character to tease the opponent and reduce his energy.

- Successfully completing the BONUS STAGE will increase your SPIRIT and POWER gauges.

DESCRIPTION OF THE SCREEN

① Player's face.
② SPIRIT gauge. CAUTION: Your SPIRIT will decrease based on the SUPER ATTACK you use. Based on your remaining SPIRIT level, the power of your SUPER ATTACK will be affected.
③ STRENGTH gauge. Based on the damage your player takes, the level will decrease. If your STRENGTH level is exhausted, YOU LOSE!!!

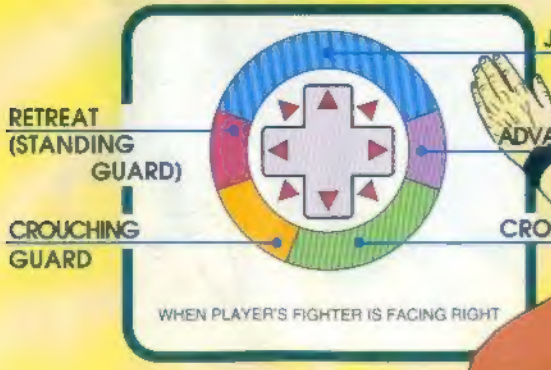
④ CURRENT SCORE. Displays your current score. In VS MODE, no score will appear.
⑤ MATCH TIMER. Displays time remaining in the current round.
When the timer reaches 0, the round is over.
⑥ VICTORY MARK. Displays the number of rounds you have won or lost.

RULES OF THE GAME

- Each match consists of 3 rounds. When a player wins 2 rounds, he wins the match.
- When the power level of either character is used up, that character loses. The winner is the player who is still standing.
- One round is made up of 60 counts. When the time limit is reached, the character with the highest STRENGTH level wins.
- In the event of a DOUBLE KNOCKOUT, the round will end in a draw. Neither character wins.
- In the event of a DOUBLE KNOCKOUT, there will be a maximum of 4 rounds until a winner is decided.
- At the end of a round, all STRENGTH and SPIRIT levels will be restored. Use all of your power and SPIRIT in the round, YOU'LL NEED IT!

BASIC PLAYER MOVES

The first step towards becoming the victor is to master the basic moves. Dash to move quickly. Guard to block your opponent's attacks. Co-ordinate button timing to make attacks stronger. Each character also has his own special attacks. It's up to you to perfect your skills in battle!



(Mr. Big cannot jump)

PUNCHES / BODY BLOWS / POWER PUNCHES

Press the X BUTTON to punch. Hold the R BUTTON down and press the X BUTTON to do a body blow attack. If you hit the R BUTTON straight after pressing the X BUTTON, you can do a power punch which will cause your opponent a lot of damage. However, when doing a power punch you cannot defend yourself as effectively, so you will be more vulnerable to an enemy counter-attack.

RAZZING YOUR OPPONENT

Press the A BUTTON and your character will go into the "RAZ" pose, which will reduce your opponent's SPIRIT level by a set amount. However, you are vulnerable to attack when in this pose, so only use it when there is a sufficient distance between you and your opponent. Use it in VS MODE to tease and raz your friend.

KICKS / LOW KICKS / POWER KICKS

Press the Y BUTTON to kick. Hold the R BUTTON down and press the Y BUTTON to do a low kick. If you hit the R BUTTON straight after pressing the Y BUTTON, you can do a power kick which will cause your opponent a lot of damage. However, when doing a power kick you cannot defend yourself as effectively, so you will be more vulnerable to an enemy counter-attack.

SPECIAL ATTACKS

Using different ✥ CONTROL PAD and button operations you can use each character's special attacks, which are very powerful. However, each time you use a special attack your character's SPIRIT level will go down by a set amount. Be careful - if you use a special attack when your SPIRIT level is too low, the attack will have a reduced range and power.

DASHING

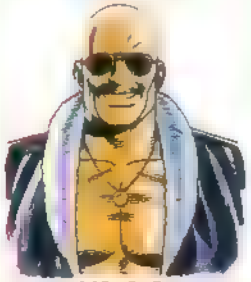
If you press the ✥ CONTROL PAD rapidly twice in the direction of your opponent, your character will dash towards him. If you press the ✥ CONTROL PAD rapidly twice in the opposite direction, your character will dash away from your opponent.

SPIRIT RESTORATION

If you hold either the X or Y BUTTONS down for a set period of time, you can restore your SPIRIT level. Once your SPIRIT level gauge has started increasing, you can release the button and the level will continue to increase. Restore your SPIRIT level when you have a breathing space and then attack with a special attack!

CHARACTERS AND THEIR SPECIAL ATTACKS

The real ruler of South Town

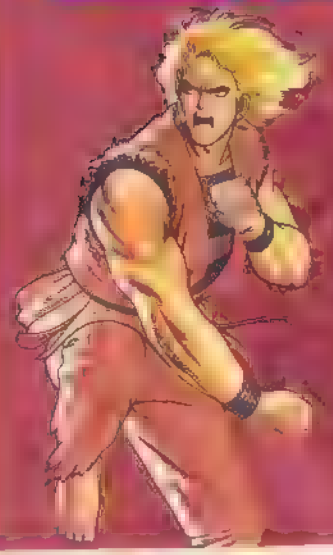


MR. BIG

The invincible Fighter

MR. ???

RYO SAKAZAKI

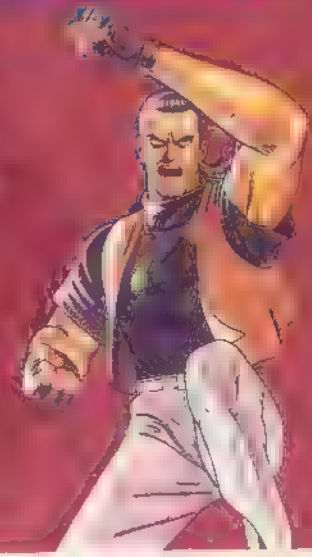


KOH OH KEN
(Great Ball of Fire)
↓ ↘ → + X BUTTON

HIENSHIPPUKYAKU
(Legs of Flying Heat)
↙ ← + Y BUTTON

ZANRETSU KEN
(Thresher Punch)
→ ← → + R BUTTON

ROBERT GARCIA



RYU GEKI KEN
(Breath of the Tiger)
↓ ↘ → + X BUTTON

HIENSHIPPUKYAKU
(Legs of Flying Heat)
↙ ← + Y BUTTON

GENEIKYAKU
(The Great Spirit Kick)
→ ← → + R BUTTON

THE JAPANESE FIGHTER

RYUHAKU TODO

Disciple of traditional Japanese Martial Arts and master of modern-fighting techniques. He stalks Southtown in search of worthy opponents.

KASANEATE (Layers of Lumps)
↓ ↘ ➡ + X BUTTON

HARD PUNCH
R BUTTON + X BUTTON

MUSCLES OF THE TERRIBLE TYPHOON

JACK TURNER

Known as the "Terrible Typhoon" and leader of the Southtown gang, the Black Cats. An agent of Mr. Big, with his body of steel and bubble-gum-blowing taunts, he devastates anyone who crosses his path.

Ultra-Drop Kick
↙ ⬅ + Y BUTTON

Burning Knuckles
↓ ↘ ➡ + X BUTTON

Sliding Kick
↓ ↘ ➡ + Y BUTTON

LEGENDARY ACROBAT CLOWN

LEE PAI LONG

Master of Chinese martial arts and noted expert of Chinese medicine, he now works as the director of the Southtown prison. A former adversary of RYO's father, he now faces the son.

HYAKURETSUSEMPUKYAKU
(Fanblade Kick)
↙ ⬅ + Y BUTTON

HYAKURETSU KEN
(The Hundred Blows of Fist)
➡ ➡ ➡ + R BUTTON

TETSU NO TSUME
(Iron Talon Slice)
↓ ↘ ➡ + Y BUTTON

• LOW ORBIT
↓ ↘ ➡ + X BUTTON

ELEGANT THAI STYLE KICK BOXING MAGIC

KING

Employee of the mysterious Mr. Big. From a childhood spent in Thailand, King mastered the fighting art, MUETAI. King is the bouncer at Mr. Big's restaurant, where he often is seen reading the works of Gertrude Stein.

2-LAYER FLYING KICK
↙ ⬅ + Y BUTTON

VENOM STRIKE
↓ ↘ ➡ + Y BUTTON

REPPUKYAKU (Whirlwind Kick)
↓ ↙ ⬅ + Y BUTTON

CHAMPION OF THE DARK SIDE

MICKY ROGERS

The tragic pugilist whose hopes for a professional career were dashed after he accidentally killed a man. Currently he too stalks SOUTHTOWN searching for victims-on which to vent his frustration-and the ghost of Bob Marley.

ROLLING UPPER
↓ ↘ → + Y BUTTON

BURNING UPPER
↓ ↘ → + X BUTTON

A MADMAN WITH NO FEAR OF DEATH!

JOHN CRAWLEY

The mad-dog Martial Arts Instructor. Referred to by his friends as the KILLING MACHINE. No one knows what his enemies call him, nor do they dare to ask.

FLYING ATTACK
↙ → + X BUTTON

OVERDRIVE KICK
↓ ↙ ← + Y BUTTON

MEGA SMASH
↓ ↘ → + X BUTTON

THE REAL RULER OF SOUTH TOWN

MR. BIG

The man who controls South Town from behind the scenes. He calls himself "Mr. BIG", but his real name begins with the letter "J".

SUPER BLAST RH
↓ ↘ → + X BUTTON

CROSS DIVE
↓ ↘ → ↑ + X BUTTON

THE INVINCIBLE FIGHTER

MR. ???

His real name, age, and everything else about him is shrouded in mystery, and his face is kept hidden behind a demon's mask. He is known as the "Invincible Fighter".

KOH OH KEN
(Great Ball of Fire)
↓ ↘ → + X BUTTON

HIENSHIPPUKYAKU
(Legs of Flying Heat)
↙ → + Y BUTTON

ZANRETSU KEN
(Thresher Punch)
→ → → + R BUTTON

POWER POINTERS

The game is divided into 8 difficulty levels, from 1 (EASY) to 8 (HARD). It is possible to look at enemy character Super Power Attacks when you clear the game at each difficulty level. For example, if you clear STORY MODE with the difficulty level set at 1, you can learn what KARATE's Super Power Attack is at the end of the ending sequence.

When you've cleared all the levels, you will have learned all the enemy character Super Power Attacks, which will give you the winning edge over your friend when playing in VS MODE.

SUPER POWER ATTACK

RYUKORANBU (FINAL COUNTER ATTACK)

↓ ↘ → + B BUTTON → X

(can only be used when your STRENGTH GAUGE is low)

Memo

e.
at 1,
the end

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